Archived:Getting started with WidSets - Part3

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The article is believed to be still valid for the original topic scope.

Using Emulator

Once the WidSets Emulator is installed in your PC, you are ready to use WidSets Devkit SDK for testing and using widgets. Following are various commands which are used on command prompt to deal with various functions of the emulator.

Command Prompt Options

Syntax: **devkit** <*options*> **command** <*command argument*>

Various options

- --site SITEFILE

configuration of WidSets site to use (External site configuration).

- --proxy HOST:PORT

host and pointer of the proxy server to be used with WidSets.

- --noproxy

The command disables the use of an HTTP proxy server.

- --tunnel

The command enables the tunneling in absence of an HTTP proxy server.

- --notunnel

Disallows the use of tunneling.

- --auth USER PASS

Authentication of Username and password of website.

- --noauth

Disables username and password authentication of website.

- --skin SKIN

Command changes the skin for WidSets emulator

- --force

Force to use (old) existing of site config

- --client CLIENTJAR

Override embedded client with specified .jar

- --as

Enables active standby mode of the emulator

- --noas

Disables active standby mode of the emulator

- --bg

Starts MIDlet in background mode in active mode

Commands For Various Tasks

- The first step to star using the emulator is to Login to WidSets site WidSets.com

```
login USERNAME PASSWORD
```

- Checks the widget at current directory (by default directory in which you are workig) or referred directory

```
check [WIDGET DIR]
```


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- Upload the widget at the referred directory

upload [DIR]

- Write connectivity details to given .jad file

```
writejad JADFILE
```

- Checks given script

```
compile FILE [LANG]
```

- Checks given style sheet

```
readtheme FILE
```

- Checks and prints given style sheet

```
printtheme FILE
```

- Print out authentication information on the command prompt

```
Info
```

- Cleans the record stores from current site

```
clean
```

- Run the emulator

```
run [DIR [LANG]]
```

If DIR is given the emulator will compile *.he files at the directory when needed and replace corresponding widget scripts at dashboard. By default the compiler localizes the scripts using *.properties file with same name as the script, but shared backup file can be specified as second argument

```
runw [DIR [LANG]]
```

Otherwise like run but opens a separate window

Reference Link

Archived:Getting Started With WidSets-Part1

Archived:Getting Started With WidSets-Part2

Archived:Getting started with WidSets- Part4

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